

## AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A gaming terminal capable of playing a basic wagering game, comprising:

an input device for receiving inputs from a player during said basic wagering game, said inputs including a local wager input; and

at least one display displaying a randomly selected outcome from a plurality of outcomes of said wagering game in response to receiving said local wager input from said player, said plurality of outcomes including a plurality of winning outcomes, said at least one display further displaying a pay table with said plurality of winning outcomes and a corresponding payout amount for each of said plurality of winning outcomes; ~~and~~

wherein said pay table is displayed as said pay table is being continuously updated in response to portions of said local wager input and other wager inputs being incrementally added to a majority of ~~more than one of~~ said payout amounts, said other wager inputs being received by one or more other gaming terminals.

2. (Original) The gaming terminal of claim 1, wherein said at least one display includes two displays, one of said two displays displaying said pay table, the other of said two displays displaying said randomly selected outcome.

3. (Original) The gaming terminal of claim 1, wherein said pay table is updated after each session of said basic wagering game.

4. (Original) The gaming terminal of claim 1, wherein said plurality of outcomes includes a start-bonus outcome, said at least one display displaying a bonus game in response to said start-bonus outcome being achieved.

5. (Original) The gaming terminal of claim 4, wherein said bonus game allows for a second chance to achieve one of said plurality of winning outcomes.

6. (Original) The gaming terminal of claim 1, wherein said gaming terminal is linked with other gaming terminals competing for said plurality of winning outcomes, and said pay table is updated on a real-time basis.
7. (Original) The gaming terminal of claim 1, wherein said at least one display displays the time at which said plurality of winning outcomes have been most recently achieved.
8. (Original) The gaming terminal of claim 1, wherein said input device further receives player-identification information, said basic wagering game with said continuously updated pay table being operable in response to said player-identification information meeting certain criteria.
9. (Original) The gaming terminal of claim 1, wherein said basic wagering game is a slot machine and said plurality winning outcomes are various symbol combinations achievable on reels of said slot machine.
10. (Currently Amended) A method of playing a basic wagering game, comprising:  
conducting said basic wagering game at a gaming terminal in response to receiving a local wager input;  
apportioning said local wager input and other wager inputs among a ~~plurality~~ majority of winning outcomes for said basic wagering game, said apportioning increasing a payout amount associated with each of said ~~plurality~~ majority of winning outcomes, said payout amount being continuously displayed as said payout amount is being increased, said other wager inputs being received by one or more other gaming terminals; and  
awarding said displayed payout amount associated with one of said ~~plurality~~ majority of winning outcomes in response to a randomly selected outcome in said basic wagering game being said one of said plurality of winning outcomes.
11. (Original) The method of claim 10, further including displaying at said gaming terminal said payout amounts associated with each of said plurality of winning outcomes.

12. (Original) The method of claim 11, further including continuously updating said payout amounts and displaying said updated payout amounts.
13. (Original) The method of claim 12, wherein said continuously updating and displaying are on a real-time basis.
14. (Original) The method of claim 10, wherein said basic wagering game includes winning outcomes that are not increased by a portion of said wagering input.
15. (Original) The method of claim 10, further including receiving player-identification information, said conducting, apportioning, and awarding only occurring in response to said player-identification information meeting certain criteria.
16. (Currently Amended) A gaming system, comprising:  
a plurality of gaming terminals for playing a basic wagering game in response to receiving wager inputs from players, each of said plurality of gaming terminals capable of achieving a plurality of winning outcomes that have a corresponding payout amount, each of said plurality of gaming terminals including a display for displaying a pay table with each of said plurality of winning outcomes and said corresponding payout amount; and  
a controller coupled to each of said plurality of gaming terminals and receiving wager-input signals from said plurality of gaming terminals, in response to receiving said wager-input signal from one of said plurality of gaming terminals, said controller allocating portions of said wager input among a majority of said ~~plurality of~~ winning outcomes and sending an update pay-table signal to said plurality of gaming terminals to instruct said plurality of gaming terminals to update said corresponding payout amounts within said pay table, said pay table being continuously displayed as said payout amounts are being updated.
17. (Original) The gaming system of claim 16, wherein said update pay-table signals are sent on a real-time basis.

18. (Original) The gaming system of claim 16, wherein said update pay-table signals are sent on a periodic basis.
19. (Original) The gaming system of claim 16, wherein said plurality of gaming terminals are a bank of terminals within one gaming establishment and said controller is located within said gaming establishment.
20. (Original) The gaming system of claim 16, wherein said plurality of gaming terminals are located in one gaming establishment and said controller is located remotely from said gaming establishment.
21. (Original) The gaming system of claim 16, wherein said plurality of gaming terminals are located in different gaming establishments.
22. (Original) The gaming system of claim 16, wherein said controller allocates said portions of said wager inputs only to selected ones of said plurality of winning outcomes.
23. (Original) The gaming system of claim 21, wherein unselected ones of said plurality of winning outcomes receive a portion of wager inputs inputted at only the local one of said plurality of gaming terminals.
24. (Original) The gaming system of claim 16, wherein said plurality of gaming terminals further receive player-identification information that is transmitted to said controller, said controller allowing said basic wagering game to be conducted by a player in response to said player-identification information meeting certain criteria.
25. (Currently Amended) A method of conducting a basic wagering game, comprising:  
conducting a plurality of sessions of said basic wagering game at a plurality of gaming terminals including receiving a wager input for each of said plurality of gaming sessions, said basic wagering game having a plurality of winning outcomes and a payout amount associated with each of said plurality of winning outcomes; and

apportioning said wager inputs from said plurality of sessions among said payout amounts for a majority of said ~~plurality of~~ winning outcomes of said basic wagering game being conducted at said plurality of gaming terminals so as to increase said payout amounts, said payout amounts being continuously displayed as said payout amounts are being increased.

26. (Original) The method of claim 25, further including receiving player-identification information, said conducting and apportioning only occurring in response to said player-identification information meeting certain criteria.
27. (Original) The method of claim 25, wherein said some of said plurality of sessions occur sequentially at one of said plurality of gaming terminals.
28. (Original) The method of claim 25, wherein said apportioning is accomplished by a controller located remotely from said plurality of gaming terminals.
29. (Original) The method of claim 25, wherein said plurality of gaming terminals are located within a gaming establishment, said apportioning is accomplished by a controller located within said gaming establishment.
30. (Original) The method of claim 25, further including displaying said payout amounts associated with each of said plurality of winning outcomes on said plurality of gaming terminals.
31. (Original) The method of claim 30, further including continuously updating said payout amounts and displaying said updated payout amounts on said plurality of gaming terminals.
32. (Original) The method of claim 31, wherein said continuously updating and displaying are on a real-time basis.

33. (Original) The method of claim 31, wherein said continuously updating and displaying are performed at each of said plurality of gaming terminals after one of said sessions.

34. (Original) The method of claim 25, wherein said apportioning of said wager inputs is for only selected ones of said plurality of winning outcomes.

35. (Original) The method of claim 34, wherein unselected ones of said plurality of winning outcomes receive a portion of wager inputs inputted at only the local one of said plurality of gaming terminals.

36. (Currently Amended) A method of playing a basic wagering game, comprising:  
conducting sessions of said basic wagering game on at least one gaming terminal in response to receiving wager inputs from players, said basic wagering game having a plurality of winning outcomes and a payout amount associated with each of said plurality of winning outcomes;  
in response to a first player not achieving one of said plurality of winning outcomes in one of said sessions, increasing said payout amounts associated with each of said plurality of winning outcomes, said payout amounts associated with each of said plurality of winning outcomes being continuously displayed as said payout amounts are being increased; and  
in response to a second player achieving one of said plurality of winning outcomes in another of said sessions, awarding to said second player said payout amount that is associated with said one of said plurality of winning outcomes and increasing said payout amounts associated with the other of said plurality of winning outcomes, said payout amounts associated with the other of said plurality of winning outcomes being continuously displayed as said payout amounts are being increased.

37. (Original) The method of claim 36, wherein said sessions are conducted at a plurality of gaming terminals.

38. (Original) The method of claim 36, further including displaying said payout amounts associated with each of said plurality of winning outcomes on said at least one gaming terminal.

39. (Original) The method of claim 38, further including continuously updating said payout amounts and displaying said updated payout amounts on said at least one gaming terminal.

40. (Original) The method of claim 39, wherein said continuously updating and displaying are on a real-time basis.

41. (Original) The method of claim 39, wherein said continuously updating and displaying are performed after each of said sessions at said at least one gaming terminal.

42. (Currently Amended) A gaming terminal capable of playing a basic wagering game and being a member of a plurality of linked gaming terminals, comprising:

an input device for receiving inputs from a player during said basic wagering game, said inputs including a wager input; and

at least one display displaying a randomly selected outcome from a plurality of outcomes of said wagering game in response to receiving said wager input from said player, said plurality of outcomes including a plurality of winning outcomes, said at least one display further displaying a pay table with said plurality of winning outcomes and a corresponding payout amount for each of said plurality of winning outcomes; ~~and~~

wherein a first group of said plurality of winning outcomes is continuously updated in response to portions of wager inputs received at a first collection of said plurality of linked gaming terminals, and a second group of said plurality of winning outcomes is continuously updated in response to portions of wager inputs received from a second collection of said plurality of linked gaming terminals.

43. (Original) The gaming terminal of claim 42, wherein said at least one display includes two displays, one of said two displays displaying said pay table, the other of said two displays displaying said randomly selected outcome.

44. (Original) The gaming terminal of claim 42, wherein said first group and said second group include different numbers of said winning outcomes.

45. (Original) The gaming terminal of claim 42, wherein said gaming terminal is located within a gaming establishment, said first collection including gaming terminals located only within said gaming establishment, said second collection including gaming terminals located outside said gaming establishment.

46. (Original) The gaming terminal of claim 42, wherein said first collection includes only said gaming terminal and said second collection includes others of said plurality of linked gaming terminals.

47. (Original) The gaming terminal of claim 42, wherein said gaming terminal is a member of a bank of adjacent gaming terminals, said first collection including only said bank of adjacent gaming terminals.

48. (Original) The gaming terminal of claim 42, wherein a third group of said plurality of winning outcomes is continuously updated in response to portions of wager inputs received from a third collection of said plurality of linked gaming terminals.

49. (Original) The gaming terminal of claim 42, wherein said first and second groups are updated on a real-time basis.

50. (New) The gaming terminal of claim 1, wherein other payout amounts not included in said majority of payout amounts are funded locally by said gaming terminal.

51. (New) The gaming terminal of claim 50, wherein said pay table is continuously updated further in response to other portions of said local wager input being incrementally added to said other payout amounts.



52. (New) The method of claim 10, wherein other winning outcomes not in said majority of winning outcomes are associated with other displayed payment amounts funded locally by said gaming machine.

53. (New) The method of claim 52, wherein said apportioning includes apportioning said local wager input among said other winning outcomes, and said apportioning increases a displayed payout amount associated with each of said other winning outcomes.

54. (New) The gaming system of claim 16, wherein other winning outcomes not in said majority of said winning outcomes are associated with payment amounts funded by a local gaming machine.

55. (New) The gaming machine of claim 54, wherein local wager inputs from said local gaming machine is allocated among said other winning outcomes, and said corresponding payout amounts within said displayed pay table on said local gaming machine are updated.

56. (New) The method of claim 25, wherein other winning outcomes not in said majority of said winning outcomes are associated with displayed payment amounts funded locally by a local gaming machine.

57. (New) The method of claim 56, wherein said apportioning includes apportioning local wager inputs from said local gaming machine among said other winning outcomes so as to increase said displayed payout amounts on said local gaming machine.